

Electrical Wards



Alteration, Artifice

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

.Duration: Special

Area of Effect: 1 object

Saving Throw: None

This variation of shocking grasp can be cast upon any metallic object. Items guarded by electrical wards glow with a very faint blue light and radiate an unnatural aura of cold. The blue glow can be spotted only 25% of the time in daylight. 80% of the time in shadow or torchlight, but is noticed all of the time in complete darkness.

Any creature touching the object without speaking a special word of release (designated by the wizard at the time of casting) is struck for 2d10 points of electrical damage. A saving throw vs. spell for half damage is allowed.

When the spell is cast, the wizard also designates a word of setting that rearms the spell. The spell can be armed or disarmed by the words of release and setting any number of times without affecting spell duration; the electrical wards last until the spell has discharged twice or has been successfully dispelled. Over the long term, about a 3 to 5 month span, the ward begins to fade and must be renewed. Like most wards, this spell cannot be cast in combination with itself or other warding magics.

The material component is a short length of copper wire.

Note: Uncommon for transmuters and artificers; otherwise very rare.